The following is a complete listing of the claims, and replaces all earlier versions and listings.

1. (Currently Amended) A ~~training simulation~~ method <u>according to claim 47</u> ~~for training personnel~~, the method <u>further</u> including:

   providing <u>the</u> [[a]] simulated scenario to personnel, the scenario progressing in scenario time<u>, the scenario time being discontinuous</u>, and the scenario including a <u>plurality of</u> stage<u>s</u> provided in real time, the stage<u>s</u> including a plurality of simulated events provided in a sequence in real time at predetermined scenario times within the scenario; and

   receiving responses to events from the personnel.

2. (Currently Amended) A method according to claim [[1]] <u>47</u>, wherein the simulated events include information describing the nature of the simulated event.

3. (Currently Amended) A method according to claim [[1]] <u>47</u>, wherein at least one of the simulated events includes at least one variable, each variable providing at least one parameter of the scenario.

4. (Original) A method according to claim 3, wherein the parameter is one chosen from the group consisting of: time of the event within the scenario, urgency of the event, suggested response to the event, and correct response to the event.

5. (Previously Presented)   A method according to claim 3, wherein at least one variable of at least one of the plurality of events is at least partially determined by at least one response from the personnel to a previous event in the sequence.

6. (Previously Presented)   A method according to claim 3, wherein at least one variable of at least one of the plurality of events is not determined by any of the responses from the personnel to any previous event in the sequence.

7. (Original) A method according to claim 6, wherein none of the plurality of events is determined by any of the responses from the personnel to any previous event in the sequence.

8. (Currently Amended) A method according to claim [[1]] 47, including a plurality of stages, each representing a different period of scenario time, the events within each stage being provided in real time, the scenario time within the scenario being discontinuous between stages in the scenario.

9. (Currently Amended) A method according to claim [[1]] 47, wherein the scenario includes a plurality of different roles, events within the scenario being assigned to at least one role, and events assigned to each role being provided to different personnel concurrently.

10. (Original) A method according to claim 9, wherein each role within the scenario provides a different combination of the plurality of events from the scenario.

11. (Currently Amended) A method according to claim [[1]] 47, further including providing an application simulation of a software application or hardware device within the scenario.

12. (Original) A method according to claim 11, further including receiving personnel responses in a manner authentic to the software application or hardware device.

13. (Currently Amended) A method according to claim [[1]] 47, wherein the responses from personnel are recorded together with the scenario time of each response within the scenario.

14. (Original) A method according to claim 13, further including evaluating the responses from the personnel after provision of the plurality of events.

15. (Previously Presented)   A method according to one of claim 13, further including automatically conducting a comparison of the recorded responses with predetermined model responses to thereby provide an evaluation of the responses.

16. (Original) A method according to claim 15, wherein the comparison is conducted after the provision of the plurality of events.

17. (Currently Amended) A method according to claim [[1]] 47, further including providing an output of the responses for review by an assessor, and recording the assessor's evaluation of the responses.

18. (Previously Presented)   A method according to any one of claim 14, further including certifying the personnel as meeting a predetermined level of competence, based on a comparison of the evaluated responses with at least one predetermined grading level.

19. (Canceled)

20. (Currently Amended) A method according to claim [[1]] 47, further including defining variables relating to the events provided to the personnel.

21. (Previously Presented)   A method according to claim 5, wherein the sequence of events is determined based on previous responses to events.

22. (Currently Amended) A method according to any one of claim [[1]] 47, wherein events are provided in predetermined sequence.

23. (Currently Amended) A method according to any one of claim [[1]] 47, wherein events are created by personnel during the scenario.

24. (Currently Amended) A computer readable medium, including computer readable code for controlling a computer to carry out the method of claim [[1]] 47.

25. (Currently Amended) A system for providing a training simulator for training personnel, the system including:

a processor; and

a storage medium, storing processor readable instructions for controlling the processor to carry out the method of any one of claim [[1]] 47.

26. - 46. (Canceled)

47. (New) A method implemented on a computer having a processor and a memory coupled to said processor, of designing a training scenario for provision to training personnel, the method including the steps of creating a plurality of stages and a plurality of simulated events within the stages, the plurality of events created by defining a description of each event for provision to personnel, together with a plurality of variables defining effects of the event on the scenario; the plurality of simulated events within the stages to be executed in a predetermined sequence at predetermined times according to a clock within the scenario, the clock giving scenario time within a scenario, the scenario time being discontinuous, assigning a scenario time for each of the simulated events to occur within the scenario, the events occurring in real time, and storing the designed scenario, wherein at least some of the steps are performed using said processor.

48. (New) A system for creating a training scenario for provision to training personnel, the system including:

a scenario creation means for creating a plurality of stages and a plurality of simulated events within the stages, the plurality of events created by defining a description of each event via the scenario creation means for provision to personnel, together with a plurality of variables defining effects of the event on the scenario;

a timing component to allow the plurality of simulated events within the stages to be executed in a predetermined sequence at predetermined times according to a clock within the scenario, the clock giving scenario time within a scenario, the scenario time being discontinuous, assigning a scenario time for each of the simulated events to occur within the scenario, the events occurring in real time; and

a storage component for storing the designed scenario.